PROJECT REPORT

# Implementation Knapsack Algorithm in Structuring the 2 dimensions of Advertisement Spot Problem

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# APPROVAL and RATIFICATION PAGE

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## COURSE SCHEDULING USING QUADRATIC HEURISTIC ADOPTION OF GENETIC ALGORITHM

This project report already approved and ratified by Dean of Faculty Computer Science and Supervisor on July 14th , 2010

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# STATEMENT of ORIGINALITY

Here by signed :

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Here by certify that this project was made by my self and not copy or plagiarizes from other people, except that in writing expressed to the other article.

If it is proven that this project was plagiarizes or copy the other, I'm ready to accept a sanction.

Semarang, July 14th, 2010

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# FOREWORD

Thanks a lot of God because it has been able to be completed my final project, with title : Implementation Knapsack Algorithm in Structuring the 2 dimensions of Advertisement Spot Problem. And in this opportunity, I would like to thanks :

- My Lord, Jesus Christ that give me power to finish this project.
- My parents, my brother, and my sister for their support and pray.
- Rosita Herawati, ST, MIT, as my supervisor for helping, guiding and giving me ideas and advice in finishing this project.
- Suyanto EA., Ir, M.Sc, as the lecturer of Faculty of Computer Science for teaching me and give me knowledge while I'm studied in Faculty of Computer Science.
- All of my love friends which help and support me to finish this project, and also for people who have helped me in prayers and support.

Finally, I would like to apologize if the project is still many shortcomings. I look forward to suggestions and criticism.

Semarang, July 14 th, 2010

Johans Purnama H

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# ABSTRACT

*This software is used to optimize the arrangement of objects in two-dimensional display. arrangement in two dimensions, require identification to enter the right size and type of display or a place to meet as a full. In the Knapsack Algorithm applied as a point of the concept to progress this project. object which is used here is "size type" of Ad Spot, using java-based programming languages and GUI languages.*

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